

AMENDMENTS TO THE CLAIMS

1. (Currently Amended) A personal interface portable device for electronic card games, comprising:

a thin display screen,

a tactile detection faceplate superimposed on the thin display screen,

control circuits for acting on a game display using the thin display screen in response to the actions detected by the detection faceplate, and

an interface with a central system having a display screen and capable of executing electronic games,

said control circuits and said interface being capable in cooperation with said central system ~~of displaying to display~~ a set of cards on said thin display screen, ~~selecting to select~~ a card among said displayed cards, and ~~extracting to extract~~ a selected card from the set, ~~causing to cause~~ said selected card to be displayed on ~~the said central system~~ display screen ~~of said central system or to be transferred or to transfer~~ said selected card to a set of cards displayed in an identical device of another user,

wherein the display screen and the faceplate define a concave surface facing the user,
whereby the confidentiality of a displayed card hand is ensured.

2. (Cancelled)

3. (Previously Presented) A device according to claim 1, wherein the thin display screen and the detection faceplate are mounted on a handle.

4. (Previously Presented) A device according to claim 3, wherein the handle houses the interface control circuits.

5. (Previously Presented) A device according to claim 4, wherein the handle is equipped with a validation button of a choice made in a tactile manner.

6. (Currently Amended) A device according to ~~claim 1~~any of claims 1 and 3-5, wherein the ~~thin~~ display screen and the tactile faceplate have a general circular sector shape contour.

7. (Currently Amended) A device according to ~~claim 1~~any of claims 1 and 3-5, wherein the ~~thin~~ display screen and the tactile faceplate have a general rectangular shape contour.

8. (Currently Amended) An electronic game system ~~that can execute~~for executing electronic card games, comprising:

a central system that comprises a display screen that can represent a game board, and a plurality of individual user interface devices for electronic card games, each device including:

a thin display screen,

a tactile detection faceplate superimposed on the screen,

control circuits for acting on a game display using the screen in response to the actions detected by the detection faceplate, and

an interface with said central system having the display ~~screen~~ and capable of executing electronic games,

wherein the control circuits and ~~the~~ interfaces of said devices and said central system ~~provide~~ cooperate to ~~the~~ display of sets of cards on said thin device display screens, the selection of a card among said displayed cards in one of said devices, and the extraction of said selected card from the set for display on ~~the~~ said central system display screen ~~of~~ said central system ~~or~~ on the thin display screen of another device ~~or~~ on the display screen of another device, wherein the display screen and the faceplate define a concave surface facing the user, whereby the confidentiality of a card hand for each user is ensured.

9. (New) A system according to claim 8, wherein the display screen and the detection faceplate of each user interface device are mounted on a handle of said device.

10. (New) A system according to claim 9, wherein the handle houses said interface control circuits.

11. (New) A system according to claim 10, wherein the handle is equipped with a validation button of a choice made in a tactile manner.
12. (New) A system according to any of claims 8-11, wherein the display screen and the tactile faceplate have a general circular sector shape contour.
13. (New) A system according to any of claims 8-11, wherein the display screen and the tactile faceplate have a general rectangular shape contour.